LOOK FOR

ALIEN™ TRILOGY

360° of xenomorph hell...you're surrounded!

MATURE M AGES 17+ CONTENT RATED BY ESRB

FOX INTERACTIVE

SEGA SATURN™

Acclaim entertainment, inc.

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SEGA™

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SEGA SATURN™

T-8135H

STAR FIGHTER™

"STELLAR" — Next Generation

OFFICIAL SEGA SEAL OF QUALITY

STUDIO 3DO

KIDS TO ADULTS TM K-A CONTENT RATED BY ESRB

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA SATURN™ SYSTEM

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HANDLING YOUR SATURN DISC

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint–free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

WARNING: READ BEFORE USING YOUR SEGA™ VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions- IMMEDIATELY discontinue use and consult your physician before resuming play.

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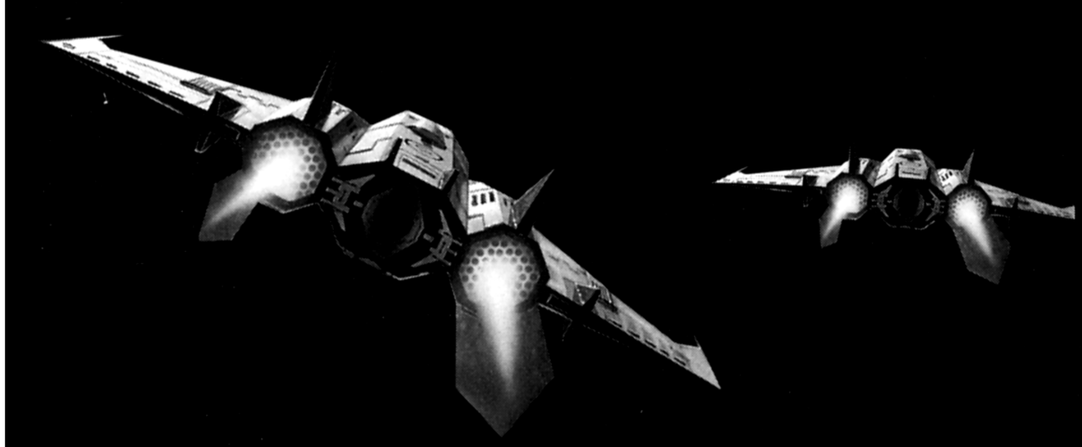


STARTING UP

1. Set up your Sega Saturn™ system as described in its instruction manual. Plug in Control Pad 1.

Note: STAR FIGHTER™ is for one player.

2. Place the STAR FIGHTER™ disc, label side up, in the well of the CD tray and close the lid.

3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)

4. If you wish to stop the game in progress or the game ends, press the Reset Button on the Sega Saturn™ console to display the on-screen Control Panel.

Important: Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

HEY, SPACE JOCKEY!

So, you think you're the ace test pilot in FedNet Space Force?

Well, we're going to make you prove it, you runny-nosed excuse for a soldier!

The boys in R&D have dreamed up a new toy for you. It's called the Star Fighter — a combo planetary/space assault vehicle, and it's armed to the teeth!

The top brass wants you to put it through its paces in the simulator... and you know what that means!

You'll be able to blow away anything that you come across — on land, air, sea and even in space. Of course, to make the tests more interesting, stuff'll be shooting back at you, too! We don't want to make life too easy for you, YOU VENUSIAN GRUB-EEL!!

Now, get out there and rock 'n' roll! And if you really, really impress me with your flying, maybe I'll start believing that NEWBIES like you have actually earned some of their stripes!

GAME CONTROLS

You can configure the ship controls as you wish once you start a game (see Configure on page 9). Otherwise, the game uses the default control configuration described below.

CONTROL PAD

ABOARD SHIP:

D-PAD: Roll left/right, pitch up/down

C BUTTON: Increase throttle

Z BUTTON: Release Emergency Counter Measures (ECMs)

A BUTTON: Toggle camera view

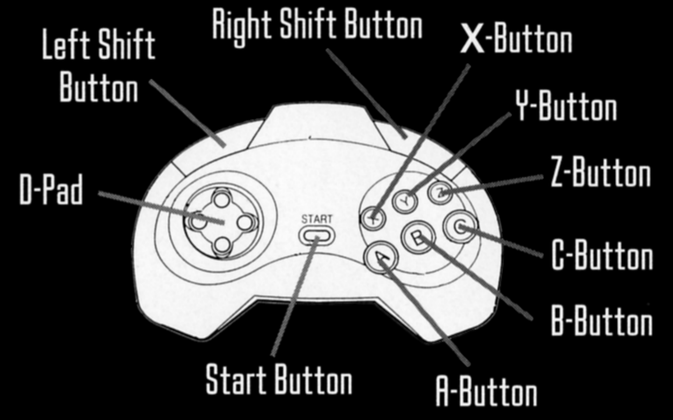
LEFT SHIFT BUTTON: Change weapon

RIGHT SHIFT BUTTON: Fire weapon

START BUTTON: Pause/ Resume Game

Y BUTTON: Open strategic map

B BUTTON: Close strategic map



STRATEGIC MAP:

D-PAD: Move red highlight circle around map

X BUTTON: Lock on highlighted target

A BUTTON: Show information on highlighted target

Z BUTTON: Bring up mission briefing

B BUTTON: Cancel display

C BUTTON: Lock on highlighted target

RIGHT/LEFT SHIFT BUTTON: Zoom in/Zoom out

MENUS:

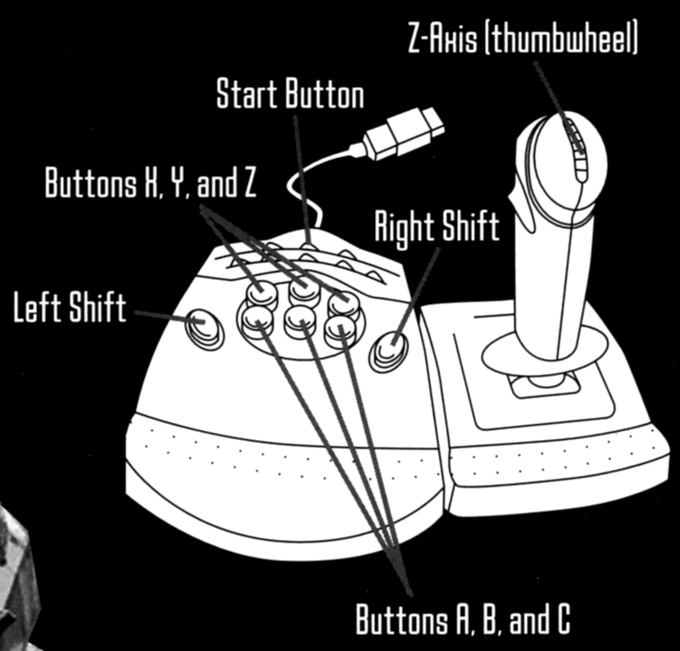
D-PAD: Scroll through menu options

A BUTTON: Select menu option

B BUTTON: Cancel menu/previous screen

START BUTTON: Select menu option

MISSION STICK



ABOARD SHIP:

Z Axis (thumbwheel): Increase Throttle

C BUTTON: Release Emergency Counter Measures (ECMs)

X BUTTON: Toggle camera view

B BUTTON: Change weapon

A BUTTON: Fire weapon

Y BUTTON: Open strategic map

B BUTTON: Close strategic map

STRATEGIC MAP:

X-Y AXIS: Move red highlight circle around map

C BUTTON: Lock on highlighted target

A BUTTON: Show information on highlighted target

Z BUTTON: Bring up mission briefing

B BUTTON: Cancel display

RIGHT/LEFT SHIFT BUTTON: Zoom in/Zoom out

MENUS:

X-Y AXIS: Scroll through menu options

A BUTTON: Select menu option

B BUTTON: Cancel menu/ previous screen

START BUTTON: Select menu option

MAIN MENU

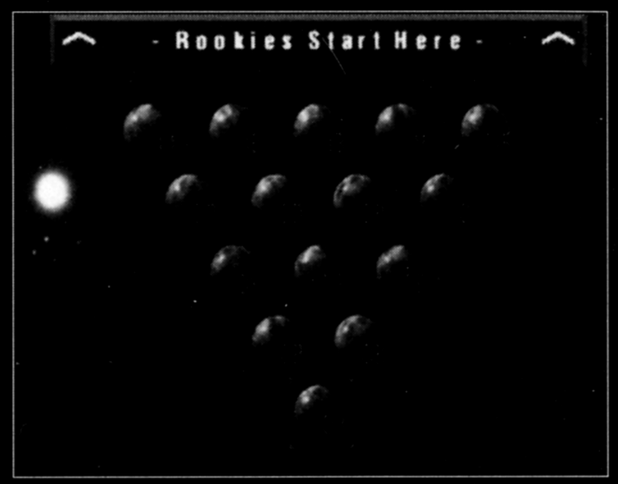
Now listen up!! You use the Main Menu to start a new game, load a saved game and configure the system. Use the D-Pad UP/DOWN to scroll through the options and press the START BUTTON to select one.

Pressing the B BUTTON backs you up to the previous menu.

PLAY GAME

There are 45 missions in Star Fighter, each one guaranteed to test your pilot skills to the max! You start with a few training missions and work your way up to the "really interesting" advanced ones. To start a mission, highlight "Play Game" and press the START BUTTON.

A list of 15 available missions appears. You'll have to start at the bottom, rookie!



If you can keep your bird in the air, you'll get more choices for your next mission. Remember, you have to finish all the missions in a row before advancing up to the next row.

When you select a mission, you get a briefing. Listen good, long and hard because you'll hear the objectives for the mission. Once the information has penetrated your brain, press the START BUTTON at any time to skip the briefing and start the game.

When you complete a group of 15 missions, your performance will be evaluated and the top brass may decide to keep you around if you haven't messed up completely. Chances are you'll even get a promotion, and if you do really, really good, you'll get your name in the Hall of Fame! Your mama would like that, wouldn't she?

LOAD GAME

When you want to get back into the action, select this option. A list appears showing the seven possible saved game positions. Use the D-Pad UP/DOWN to highlight the game you want to play and press the START BUTTON to start from the last saved position.

If you decide not to play a saved game, move the cursor to "Exit" and press the START BUTTON to return to the Main Menu.

SAVE GAME

If you're scared you won't make it through the next mission alive, highlight this option and press the START BUTTON. If you have a Memory Cartridge inserted, you'll choose to save to the internal or external memory. You will be asked to name your file, and enter your selection by highlighting the green arrow. You will then see the seven available saved game slots. Choose one in which to save your new game. If all the slots are full, just highlight an old game that you are willing to delete and the new game will overwrite it.

CONFIGURE

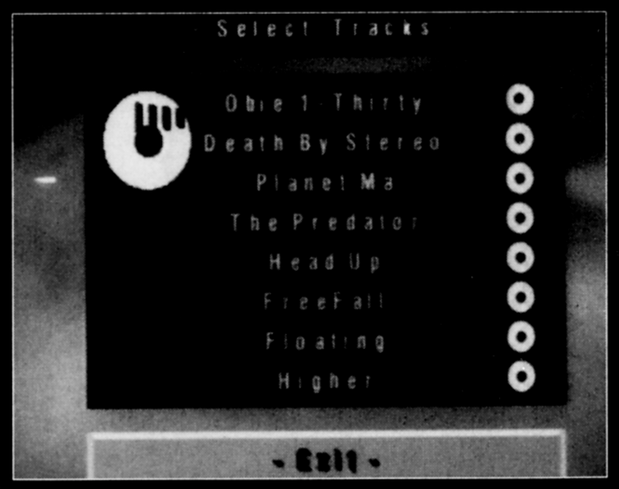
We know you space jockeys like to fiddle with your controls. Select Configure on the Main Menu to bring up the Configure Game menu and then mess with the game as much as you want.

Selecting SETUP SOUND brings up the Configure Sound menu. You can change these options:

MUSIC: Toggle music on/off during the game. Use the LEFT/RIGHT D-PAD to adjust volume.

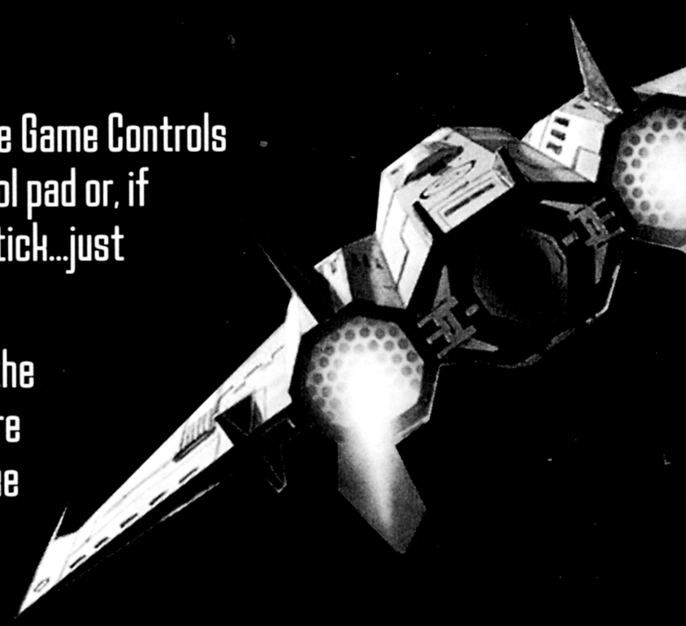
SOUND: Toggle the sound effects on/off during the game. Use the LEFT/RIGHT D-PAD to adjust volume.

SET TRACKS: Turn any or all of the music tracks on or off (press the START BUTTON). You can set the tracks to play in any order you wish by turning them all off and then on again in the order you want. Highlight "Exit" and press the START BUTTON when you want to leave.



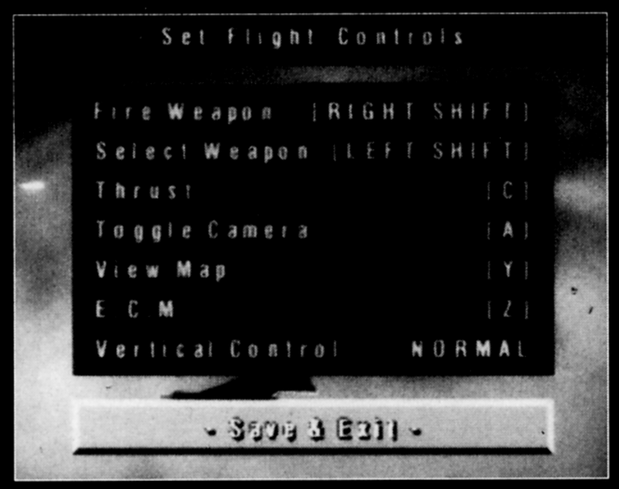
EXIT: Return to the Main Menu.

When you select SETUP CONTROLS, the Game Controls menu appears. You can use your control pad or, if you've got the guts for it, a Mission Stick...just like real pilots do!



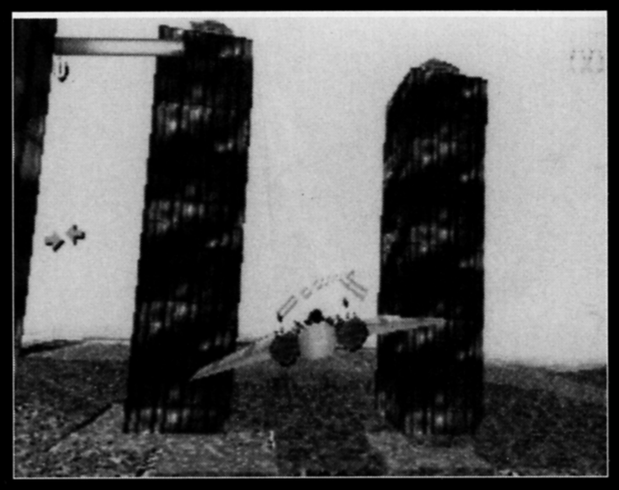
Select FLIGHT CONTROLS to bring up the Set Fighter Controls menu. Reconfigure the fighter controls in any way you like by using the START BUTTON or D-PAD, as long as you don't try to set two controls to the same button.

Note that you can set Vertical Control to either Normal or Flipped. At Normal setting, pressing the D-PAD UP makes your ship dive and DOWN makes it climb, like real flight controls. If you can't handle that, use the Flipped setting, where directions are reversed. Use the D-PAD LEFT/RIGHT to toggle between settings.



PILOTING THE STAR FIGHTER

The Star Fighter is the most advanced flying machine ever created. Yet it is amazingly simple to operate. Even you should be able to keep it from kissing the ground!



The bar at the upper left corner of the view screen shows the current status of your craft. As you take damage, the bar gets smaller. You buy the farm when the bar is completely gone. Fortunately for you, damage is automatically repaired over time. You have three lives at the beginning of the game.

If you are using a weapon that fires ammunition, the number of remaining rounds appears at the upper right corner of the view screen. If you run out of ammo, you may be able to get more...if you're smart enough and lucky enough!

If you are on a mission with a fixed time limit, the time appears in the lower left corner of the view screen. Maybe you can afford your own wristwatch next time!

Your THREAT INDICATOR is in the center at the bottom of the screen. If it lights up, you've got an enemy on your tail! If the indicator is RED, you've got enemy fighters to deal with. If it's ORANGE, there's a cruiser after you. If it's YELLOW, you got incoming missiles looking for your tailpipe! Usually, it's going to be all three colors, so get used to it!

The letter and number appearing in the center at the bottom of the screen show your position on the strategic map. The arrow shows the direction in which you're flying. Always know where you are!

If you have locked onto a moving enemy target, you'll get a readout of how far away it is. This information appears to the right of your positional information. In addition to the distance coordinate, you'll see an arrow. Turn the Star Fighter until this arrow points north — that's straight up for you morons — and you'll be heading smack at your target! You'll also be shown if you're above, below or on the same level as the enemy.

In the bottom right of the view screen is your inventory of energy crystals. Repeat after me: The energy crystals are our friends! More about them later...

FLIGHT CONTROLS

Your Star Fighter is capable of engaging in combat above a planetary surface and in deep space. To leave a surface for space, just aim the ship's nose up and pound the throttle.

Maneuvering the Star Fighter is a snap! Press the D-PAD LEFT/RIGHT lightly to bank to the left or right and hold it down to roll. Press D-PAD UP/DOWN to change the pitch up and down. Press the C BUTTON to engage the throttle and accelerate.

While banking in a turn to the left or right, press the D-PAD UP/DOWN to perform a tight left or right turn. Remember this maneuver, maggot! It could save your butt!

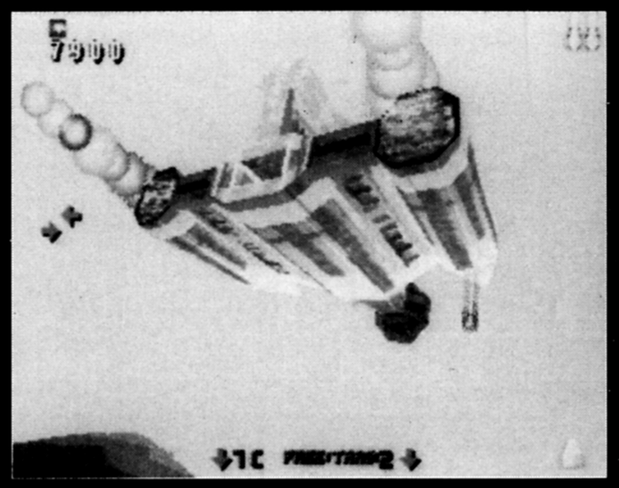
RESUPPLY

Occasionally, the top brass will remember that you need to resupply your Star Fighter to continue the battle. You will be alerted that FedNet is undertaking a paradrop with new supplies — ammunition, weapons, and upgrades to your fighter. Fly your Star Fighter directly into these supply containers before they hit the ground. You can track their drop locations via the strategic map, where supply containers appear as red and white parachutes. If you miss them, you may come home in a coffin instead of your aircraft.

MOTHERSHIP

You start some missions being carried to the battlefield inside the mothership. To leave big mama, press the Right Shift Button once.

On the strategic map, the mothership appears as a yellow "M." Know where the mothership is at all times since it is an attractive target for enemy fighters. You take care of big mama and she'll take care of you!



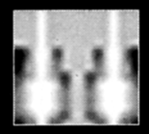
COMBAT

You have a wide variety of weapons at your command on the Star Fighter. As you progress through the game, you acquire more powerful weapons. To cycle through your available weapons, press the Left Shift Button. To fire a weapon, press the Right Shift Button. Remember, newbie, you can change these controls if you like.

Most weapons fire ammunition — missiles, bombs and mines. The number at the upper right corner of the view screen shows the amount of ammunition for the active weapon. If you run out of ammunition for a weapon, you can no longer use it until you get a reload. Your lasers do not use ammunition and can be fired as long as they are not destroyed.

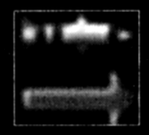
Aside from lasers and megabombs, don't fire your weapons unless you have a target painted with a green targeting box. If you see the box, you'll hit the target. Don't waste your ammunition!

Your Star Fighter weapon systems include:



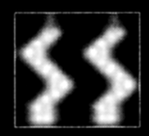
LASER: Fires a laser beam at the target. The ship's power plant gives you infinite ammunition as long as you keep it in the air.

AIR-TO-GROUND (A-T-G): Fires a guided missile at the highlighted target.

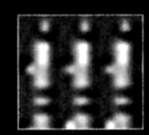


AIR-TO-AIR (A-T-A): Fires a guided missile at the highlighted enemy aircraft or space target.

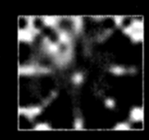
MEGABOMB: Drops a bomb that destroys everything within the blast radius.



BEAM LASER: Fires a concentrated energy burst at the highlighted target.



MULTI-MISSILE: Fires three independently-targeted missiles at enemy targets. This puppy's so smart the enemy doesn't even have to be on the screen. The downside is that they only work at close quarters.



MINES: Releases airborne mines that destroy pursuing enemy aircraft and incoming missiles.

If it gets too hot for you in battle, use your panic button — the Z Button — to save your worthless hide! The Emergency Counter-Measures (ECM) control emits an electromagnetic burst that destroys all missile targeting systems in the area. Including your own missiles, so be careful with it!

STRATEGIC MAP

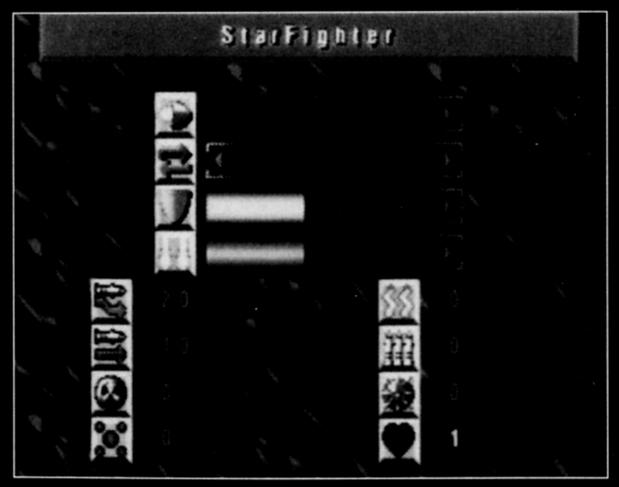
So you won't get lost, we provided a nice little map for you! The strategic map not only shows your current position above the battlefield but it also helps you identify targets and keep track of friendly aircraft. Press the Y BUTTON to activate the strategic map and the B BUTTON to close it. Remember, you can reconfigure this control if you want.

The letters (A-H) and numbers (1-8) are map coordinates. Press the LEFT/RIGHT SHIFT BUTTON to increase or decrease the magnification of the strategic map (indicated by the 1, 2 and 4 in the upper left corner)

Pressing the D-PAD moves a red bull's-eye targeting icon around the strategic map. At 2 and 4 times magnification, you scroll the map with the D-PAD .

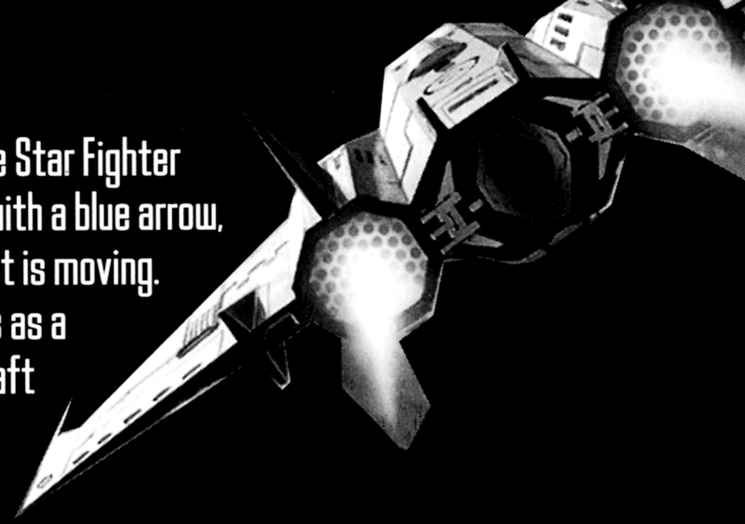
INFORMATION SCREEN

Pressing the C Button when the targeting icon is over a moving object locks onto it. Pressing the A Button brings up an information screen about the object. For the Star Fighter, the top four boxes show the power level of the engine, ship controls, shields and lasers in order. The lower eight boxes show the current ammunition and lives remaining (A-T-G missiles, A-T-A missiles, Megabombs and ECMs to the left; beam laser, multi-missile, mines and remaining lives to the right).



MAP SYMBOLS

On the strategic map, the Star Fighter appears as a blue circle with a blue arrow, pointing in the direction it is moving. Your mothership appears as a yellow "M". Friendly aircraft in your formation appear as yellow "F"s with blue arrows.



Enemy aircraft appear as yellow "F"s with red circles. Enemy targets appear on the strategic map as red "X"s, and enemy satellites are marked by small satellite icons inside red circles. If it's red on the strategic map, attack it!

The yellow dots that light up on radar are things that can be destroyed. They may or may not be objective targets. And they may or may not be of strategic importance to your survival!

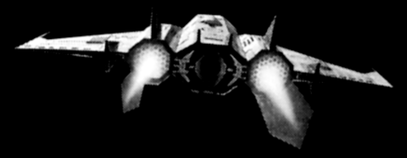
REVIEWING THE MISSION OBJECTIVES

While the strategic map is active, press the Z BUTTON to replay your mission briefing. During the briefing, use the D-PAD UP/DOWN or LEFT/RIGHT SHIFT BUTTON to scroll through the mission description. Press the B BUTTON at any time to return to the map.

ENERGY CRYSTALS

As you zip around the battlefield, blasting things to atoms, you'll notice some strange colored crystals floating up into the air. The boys in R&D have incorporated the first ever matter-energy converter in your Star Fighter! It transforms some of the chemical and electromagnetic components in destroyed targets into energy crystals. These crystals help you replenish the ammunition for your weapons or enhance your fighter.

Just fly your Star Fighter through the energy crystals to gather them, but be quick about it because they soon dissipate. You can hold four crystals in your cargo hold, as shown in the lower right corner of the view screen. As you gather energy crystals in certain orders, they are removed from the screen and you get ammunition refills and other bonuses. Groups of crystals are removed from right to left and require either two, three or four crystals.



The boys in R&D are still trying to figure out all the possible combinations, but they're sure about these two groups:

BONUS	ENERGY CRYSTALS
Laser	Red, red
Shields	Yellow, yellow

Make sure you tell the R&D pencil-necks any new crystal combinations you stumble upon. They haven't got a clue. Isn't it nice to know there's someone even less competent than yourself?

COMPLETING A MISSION

You end a mission by fulfilling the objectives given in the mission briefing. You'll be alerted automatically when this happens. Sometimes you'll have to dock with the mothership to leave the battlefield. We keep track of completed missions by deleting the mission number in the Select Mission menu. When you finish all the missions in a row, you move up to the next row. As you complete groups of 15 missions, you'll get a promotion...if you're lucky!

If you scored high enough, we'll let you enter your name in the Hall of Fame. When the Name Entry box appears, scroll through the box with D-Pad and press the A Button to spell out your name. If you make a mistake, highlight the pink arrow and press the A Button. When you finish your name, highlight the green return symbol and press the A Button.

There are four Halls of Fame, one for each command level. The halls appear when you are outside a mission, have a menu open and do nothing for a period of time. Press any button to go back to the menus. To view the Halls of Fame, open a menu and wait for a few minutes. The Halls of Fame do not appear when you are in a mission.

THE GAME PAUSED MENU

If the action gets too hot for you, you can wimp out and press the START BUTTON to bring up the Game Paused menu. To restart the game, press the button again.

The Game Paused menu is used to change the player and game camera settings, to give orders to other ships accompanying you on a mission and to quit the game. Camera settings and aircraft formations are explained below.

If you want to quit the game, highlight "Quit" and press the START BUTTON. You will be asked to confirm that you want to leave the game. Press the B BUTTON if you wish to quit, or the START BUTTON to return to the game.

FORMATION CONTROL

In many missions, the enemy will be so tough that even a hot-shot pilot like you won't be able to survive on your own. In such cases, we'll order other friendly combat aircraft to accompany you. Although you don't fly these ships personally, you determine their overall conduct as a formation.

If you do not start the mission near the rest of the ships in your formation, you will have to track them down. When you get close enough, they will request to join up with you. Press the A BUTTON to bring up the Formation Control menu. Press the A BUTTON to enter the Formation menu and assign them the formation you wish.

You'll have four formation options:

ATTITUDE: Changes the formation's approach to combat from Normal to Aggressive to Defensive.

REGROUP: Orders the other fighters to join up on your wing.

ATTACK: Orders individual vehicles to peel off one at a time to launch individual attacks.

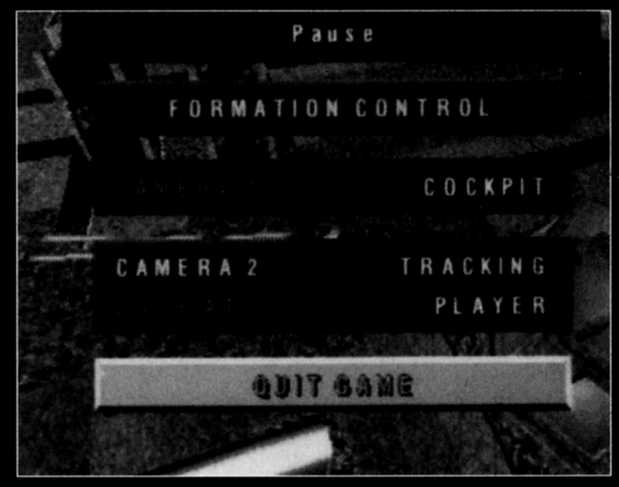
ALL ATTACK: Orders all vehicles in the formation to attack.

Friendly ships on the attack display a small red "A" on the strategic map, and ships on patrol bear a small blue "P." You'll know the ships in your formation cause we marked them on the strategic map with a green "F" — as in FRIEND! So don't blow your friends away!

CAMERA SETTINGS

You can employ two camera views during a mission. The "Camera 1" always looks at your Star Fighter. The "Camera 2" looks at the Star Fighter by default but can be set to look at something else. Pressing the A BUTTON toggles between the two camera views (you can change this control if you want).

Both cameras can be set to four different viewpoints. To change camera views, bring up the Game Paused menu and select the camera you want to change.



Here are your available view options:

EXTERNAL: Views the Star Fighter from outside — behind, ahead, above or below. The default setting is just behind the aircraft. The angle at which this camera is set can be changed to suit your taste (see "Moving the Camera" on page 21).

COCKPIT: Views the battlefield from inside the Star Fighter's cockpit.

TRACKING: Views the Star Fighter from outside at a distance.

FLYBY: Views the Star Fighter zooming at an angle across the screen.

For Camera 2, you have an additional option — Look At. There are four viewpoints you can assign to this camera:

PLAYER: Shows the Star Fighter in the assigned camera view — external, cockpit, tracking or fly-by. This is the default setting.

TEAM: Shows each team member in order.

ENEMY: Shows the external view of each enemy aircraft in order. If there are no enemy vehicles, it defaults to "Player" (the Star Fighter) until an enemy appears.

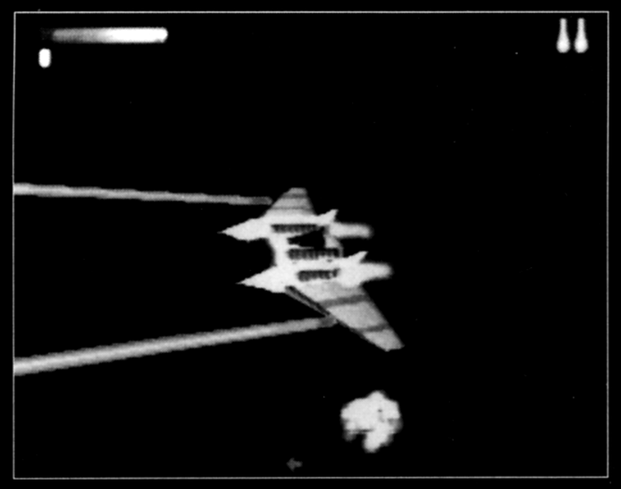
WEAPONS: Shows the external view of your first fired missile or megabomb. Until a weapon is fired, the

camera defaults to the Camera 1 view. When a weapon is fired, the camera switches to its view in Camera 2 until it is destroyed.

To change camera options, use the D-Pad LEFT/RIGHT. When using the Look At option to change Camera 2, press the Left/Right Shift Button to cycle through team members, enemy ships and weapons. Return to the game by pressing the START BUTTON.

MOVING THE CAMERA VIEW

For both cameras, you can change the angle for the external camera by pressing A Button. You can't change the camera angle for the other options.



Press the D-Pad to rotate the camera. Press the A Button to cycle through the four set camera views. The Left/Right Shift Button zooms the camera in and out. When you are satisfied with the camera view, press the B BUTTON to return to the Pause Menu, then press the START BUTTON to exit it.

All right, rookies, that's it! You are Dismissed!

Well, what are you loitering around here for? You've got a mission to fly!

Move it!

Go, go, GO, GO, GOOOO!!!

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